

[http://en.wikipedia.org/wiki/8_\(number\)](http://en.wikipedia.org/wiki/8_(number))

In the [Middle Ages](#), 8 was the number of "unmoving" stars in the sky, and symbolized the perfection of incoming planetary energy.

Chapters

The loop repeats until Brom forgets everything. Every 8 iterations his brain overheats and it begins anew. Everyone except Saga believes it is the same night. Each iteration lasts about 15 minutes. In the story, Brom must complete the loop and these mirror the 5 intentions and [noble eight-fold path](#):

1. Right view. I intend to do no harm to anyone -- Brom stabs himself. He believes that this is caused by Serac's halberd but it is actually he who does it in a later iteration.
2. Right intention. I intend to take only what is freely given -- Brom gives himself sight. He finds the mask imprint in the waterfall.
3. Right speech. I intend to speak truthfully and helpfully -- Brom instructs himself
4. Right action. I intend to use my sexual energy wisely -- Brom learns about "Her"
5. Right livelihood. I intend to keep my mind clear -- Brom discovers he is *her* killer and that he disabled Saga.
6. Right effort. Brom tries to escape and cannot.
7. Right mindfulness. Brom makes a plan.
8. Right concentration. Brom completes the loop.

The synths are flawed creations in that they overheat the longer they run and must sleep to cool down. Some power is needed to keep their minds active and in intense situations, when they overheat they "hard stop" and lose all their memory. Their bodies have a sort of mist-blood which is what Brom finds surrounding him in the first chapter when he bleeds out. Of course synths can't bleed to death, it merely disrupts their cooling which causes them to need sleep sooner / more often / etc. They were created by Stargrazer as a Safeguard against coming disasters, a sort of Time Capsule to save humankind, at least in spirit.

B-Story

The B-Story is love and loss where Brom takes the only woman, makes her his own, and then leaves her. She falls for Fish *after* Brom who then gets jealous and kills her for his own greed, his own desire for immortality. I'm walking this one backwards like so:

1. Loss.
2. Missing you.
3. Healing.
4. Betrayal.
5. Compromise.
6. Salad Days.

7. Courting.
8. Love.

The B-Story actually takes place long, long before anything else, because Brom kills her and forgets that he has done so but now they have the White Dryad. There never was a final disc before that. This is part of the paradox that what's happening now is matched with something that happened long, long ago.

Prologue:

Brom is the Father, keeper of the peace, and undisputed leader. He appoints Fish to handle morale which turns into dogma, religion. He does not like Sid who is curious about the scientific nature of their being and sometimes experiments on others and himself. Sid is secretly infatuated with "her" and Brom currently believes him to be her killer when he discovers that he had the White Dryad.

Fish had the White Dryad in the Temple, the original Chamber being forgotten, and Brom stole it but then

Artifacts

8 is the number of this book in my series, Synths have 8-sided heads, and the White Dryad is an eight-petaled flower, in this case it is the final disc. There are 8 artifacts that match the series installments and these *do not move* when time loops:

1. Burning Bodhi -- The Tree in the original Chamber.
2. Kytos -- Sunblade (Sam uses this in Onyx). Here it has not had solar recharging in so long that it is just an elaborate sword.
3. Onyx -- Proto Boots (used to scale beyond the towers and find the wings)
4. The Band -- Mask of Meb (beautiful face Brom wears to make imprint in waterfall)
5. Stargrazer -- Fallen Wingset (mechanical wings). Brom attempts to escape outside with these.
6. Lunartech -- Ozzy's 6-Ball (suctioned to the end of his ship's shifter)
7. Alexander Bootjack -- Flask Compass (a flask with a compass embedded in the center for "right direction")
8. White Dryad -- The key to the Holocene Device. Strangely "Magenta" despite its name, it turns out to be "her" head/heart, "her" soul.

Characters

1. Brom. "Brom in" / Braumin / Blue, the first to awaken, you, the creator, the father and son of his fruits.
2. Fish: "Fish knew" / Vishnu / Red, the priest, dogma, keeper of secrets.
3. Her: "She was" / Shiva / Green (Brom+Fish)..
4. Sharar: (was Sid) "Enemy" (Hebrew) / son of Brom+her / Cyan / Aquamarine / son. He

flips between Cyan (Brom) and Aquamarine (her) depending on whether he's violently predisposed or healing and helpful. Sharar is the wildcard who seems to switch personalities from helpful to hurtful and it is discovered that he was forced to kill her after he tried to escape with the artifacts when the crevasse ceiling was initially found.

5. Saga: "Seeing One" (Old Norse). Immune to time-loop because he is within the Chamber of Artifacts.
6. Sheraga: "Light/Candle" / Pale-Milky Yellow / Blind / Watchman. Sheraga steals away the artifacts as he finds them and stores them in the room that Sherar is seen entering from across the bridge.
7. Serak: Sharp, damage, dangerous. Derived from "[Serac](#)" which are dangerous to mountaineers. Son of Fish+her (orange), brother of Serik.
8. Serik: Coward / "support" (Kazakh) / son of Fish+her (orange) / brother of Serak. He's actually the more capable, attack-wise of the two brothers.

Patterns

- 8 is the number of petals on the White Dryad ([Dryas octopetala](#)) of which the [Younger Dryas](#) is named after. Octal is how everything is shaped and happens to be how many bits there are in a byte which is also, at its core, a duality-based way of representing everything (e.g. binary)
- 4 BOOM!'s: These are the poles of the discs locking down. There are three poles so it's 1, 2, 3, all.
- White light. After four booms is this, the fifth signal, which represents "I intend to keep my mind clear".
- 16 discs: The temple contains a Tower of Hanoi counting device where the final disc is the White Dryad which Brom replaces with her head/heart.
- 3 essential characters that match Braumin, Vishnu, and Shiva with 5 supporting that begin with "S". Together this is 8 characters. 5 for the intentions and 3 to go beyond on the noble eightfold path.

Notes

- There is a side implication that these are souls reincarnating constantly and forgetfully.
- No locks on the doors.
- Sid mentions that they've always feared Brom -- because he committed the *one* murder, created the White Dryad.

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"I'm so sorry."

"I don't want to give you up."

What was the betrayal?